

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

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Claims 32, 34-39, and 51 remain in this application. Claims 1-31, 33, and 40-50 have been cancelled. Claims 32, 34, 36, and 51 have been amended.

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Listing of Claims:

Claims 1-31, 33, and 40-50 (cancelled)

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Claim 32 (currently amended): A method for playing a simulated football board game played by an offense game player and a defense game player during at least four time limited timed periods, each time limited timed period of the at least four time limited timed periods limited to a not to exceed cumulative runtime and comprising a plurality of time sensitive game plays resulting in a plurality of game play outcomes achieved by the offense game player and the defense game player, the simulated football board game resulting in a simulated football game winner based upon at least one final score, comprising the steps of:

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providing a game board depicting a football field;

providing offensive and defensive team markers, a plurality of dice, a game clock,

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and a play clock;

(a) starting the simulated football board game by:

(a1) selecting, the offense game player and the defense game player;

(a2) starting a time limited timed period of the at least four time limited timed

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periods, using ~~a~~ the game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game plays, using a the play clock;

(b) for the each time limited timed period of the at least four time limited timed periods:

(b1) for each time sensitive game play of the plurality of time sensitive game plays:

(b1a) limiting maximum time of the each time sensitive game play of the plurality of time sensitive game plays to a predetermined time interval, and:

(b2a) selecting, by the offense game player an offensive strategy play card comprising an offensive game play type from a group of offensive strategy play cards comprising a plurality of offensive game play strategy play types,

each offensive strategy play card of the group of offensive strategy play cards comprising at least one offensive game play instruction,

at least one offensive strategy play card of the group of offensive strategy play cards comprising directions to proceed to at least one offensive look up table comprising at least one additional offensive game play instruction tabulated according to offensive game play strategy play types and defensive game play strategy

play types and cross referencing the defensive game play strategy
play types to the offensive game play strategy play types at
offensive look up table intersecting locations;

(b2b) selecting, by the defense game player a defensive strategy play card

5 comprising a defensive game play type from a group of defensive
strategy play cards comprising a plurality of defensive game play
strategy play types,

each defensive strategy play card of the group of defensive strategy
play cards comprising at least one defensive game play
10 instruction,

at least one defensive strategy play card of the group of defensive
strategy play cards comprising directions to proceed to at least
one defensive look up table comprising at least one additional
defensive game play instruction tabulated according to the
15 defensive game play strategy play types and the offensive game
play strategy play types and cross referencing the offensive game
play strategy play types to the defensive game play strategy play
types at defensive look up table intersecting locations;

(b3) determining a game play winner and a game play loser, ~~using dice~~ by

20 substantially simultaneously rolling the dice, the game play winner from
the group consisting of the offense game player and the defense game
player;

(b4) determining the game play outcome, comprising:

(b4a) revealing the selected offensive strategy play card and the selected
defensive strategy play card;

(b4b) cross referencing the offensive game play type of the revealed

5 offensive strategy play card and the defensive game play type of the
revealed defensive strategy play card using at least one game play
strategy look up table comprising the at least one offensive look up
table and the at least one defensive look up table;

(b5) implementing the game play outcome, comprising

10 ~~(b4a)~~ (b5a) implementing at least one game play instruction of the game
play winner based upon a selected game play type of the game play
winner from the group consisting of the selected ~~offense~~ offensive
game play type and the selected ~~defense~~ defensive game play type;

~~(b4b)~~ (b5b) implementing any of at least one additional instruction of the
15 game play winner, comprising:

~~(b4b1)~~ (b5b1) selecting the at least one game play strategy look up
table according to the game play winner, ~~the at least one game
play strategy look up table from the group consisting of the at
least one offensive look up table and the at least one defensive
look up table;~~

20 ~~(b4b2)~~ (b5b2) looking up the at least one additional instruction in
the selected at least one game play strategy look up table

based upon a game play winner selected game play type
selected by the game play winner and a game play loser
selected game play type selected by the game play loser, each
cross referenced to the other and from the group consisting of
the selected offense game play type and the selected defense
game play type;

~~(b4b3)~~ (b5b3) implementing the at least one ~~looked~~ look up table
additional instruction;

(b5c) implementing any of at least one further instruction based
upon score of the dice,

the selected at least one game play strategy look up table
further comprising at least one additional game play strategy
look up table at at least one cross reference location
comprising the at least one further instruction based upon the
score of the dice, the at least one cross reference location from
the group consisting of at least one offensive look up table
intersecting location of the offensive look up table intersecting
locations and at least one defensive look up table intersecting
location of the defensive look up table intersecting locations;

(c) restarting the time sensitive game play of the plurality of time sensitive game plays at step (b), using the play clock and the game play winner as the offense game player and the game play loser as the defense game player.

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Claim 34 (currently amended): The method for playing the simulated football board game of claim ~~33~~ 32, wherein the at least one further instruction comprises a plurality of further instructions at least one of which is selected based upon different possible scores of the dice.

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Claim 35 (previously presented): The method for playing the simulated football board game of claim 32, wherein:

the at least one offensive look up table comprises a plurality of offensive look up tables comprising different combinations of the offensive game play strategy play types and the defensive game play strategy play types and cross referencing the defensive game play strategy play types to the offensive game play strategy play types and

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the at least one defensive look up table comprises a plurality of defensive look up tables comprising different combinations of the defensive game play strategy play types and the offensive game play strategy play types and cross referencing the offensive game play strategy play types to the defensive game play strategy play types.

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Claim 36 (currently amended): The method for playing the simulated football board
game of claim 35, wherein the selected at least one game play strategy look up table
further comprises at least one additional game play strategy look up table at at least
5 one cross reference location of the selected at least one game play strategy look up
table, comprising at least one further instruction based upon score of the dice, the at
least one cross reference location from the group consisting of the at least one
offensive look up table intersecting location of the offensive look up table intersecting
locations and the at least one defensive look up table intersecting location of the
10 defensive look up table intersecting locations.

Claim 37 (previously presented): The method for playing the simulated football board
game of claim 36, wherein the at least one further instruction comprises a plurality of
further instructions at least one of which is selected based upon different possible
15 scores of the dice.

Claim 38 (previously presented): The method for playing the simulated football board
game of claim 35, wherein:

the plurality of offensive look up tables comprises:

20 a Pass Offense Wins offensive look up table having the offensive game play
strategy play types from the group consisting of: Post, Quick Out, Cross

Pattern, Curl, and Fly and the defensive game play strategy play types from
the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;

a Run Off Wins offensive look up table having the offensive game play
strategy play types from the group consisting of: Blast, Pitch, Misdirection,
Trap, and Sweep and the defensive game play strategy types from the group
consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

the plurality of defensive look up tables comprises:

a Pass Defense Wins defensive look up table having the offensive game play
strategy play types from the group consisting of: Post, Quick Out, Cross
Pattern, Curl, and Fly and the defensive game play strategy play types from
the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

a Run Defense Wins defensive look up table having the offensive game play
strategy play types from the group consisting of: Blast, Pitch, Misdirection,
Trap, and Sweep and the defensive game play strategy types from the group
consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

Claim 39 (previously presented): The method for playing the simulated football board
game of claim 36, wherein:

the plurality of offensive look up tables comprises:

a Pass Offense Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;

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a Run Off Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

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the plurality of defensive look up tables comprises:

a Pass Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

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a Run Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

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Claim 51 (currently amended): The method for playing the simulated football board

game of claim 37, wherein step (b5c) further comprises:

~~(b3a)~~ if the score of the dice of the offense player is higher than the score of the
dice of the defense player:

5 the offense game player advances a number of yards according to the score
of the dice of the offense game player, according to at least one of the
plurality of further instructions,

~~step (b3) further comprises using~~ substantially simultaneously rolling the
dice again and repeating step (b5c), unless the time sensitive game play

10 ends;

~~(b3b)~~ if the score of the dice of the offense player is lower than the score of the
dice of the defense player:

the time sensitive game play ends.

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